PRO DEFENSIVE PLAYS

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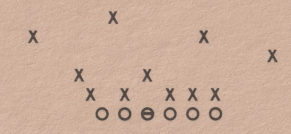
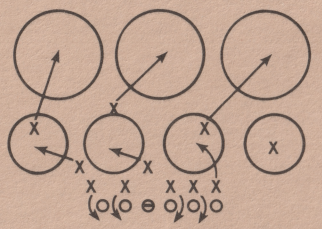
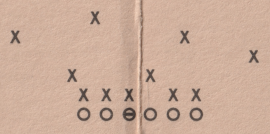
KEY MAN



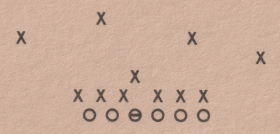
BLAST STRONG ZONE



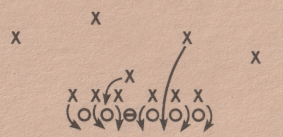
UNDER MAN



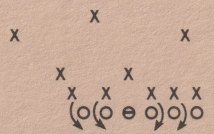
6–1 KEY MAN



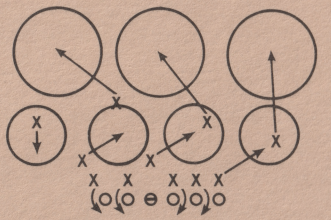
SAFETY BLITZ



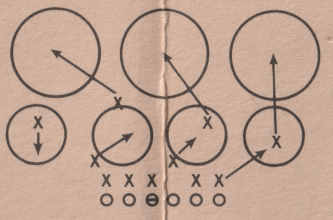
BLAST MAN



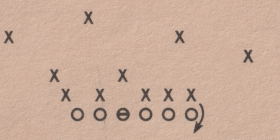
BLAST WEAK ZONE



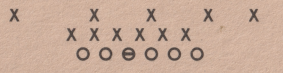
UNDER WEAK ZONE



STRONG DOG

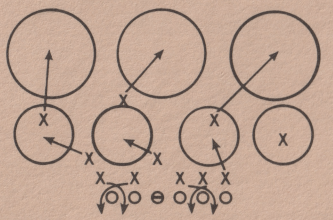


SHORT YARDAGE



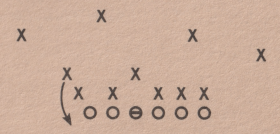
STUNT MAN

STUNT STRONG ZONE

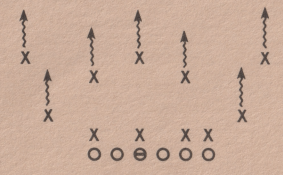


OVER MAN

WEAK DOG



PREVENT



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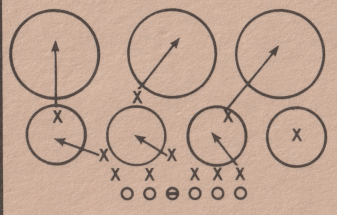
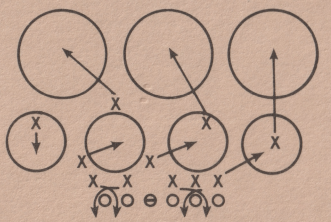
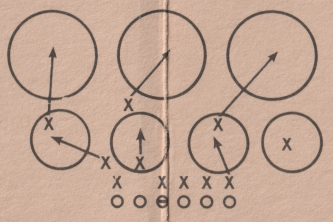


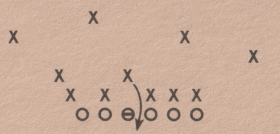
STUNT WEAK ZONE



OVER STRONG ZONE

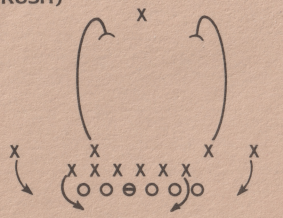


MAD DOG

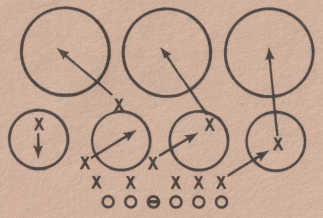


PUNT RETURN

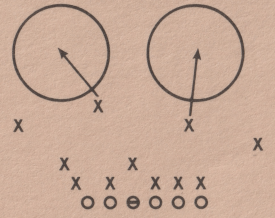
(RUSH)



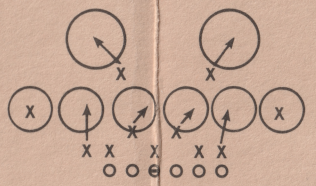
KEY WEAK ZONE



KEY MAN DEEP ZONE



3–4 KEY ZONE



RED DOG

DOUBLE TEAM SPLIT END (X)

DOUBLE TEAM TIGHT END (Y)

DOUBLE TEAM FLANKER (Z)

NO DOUBLE TEAM

STANDARD ALIGNMENT

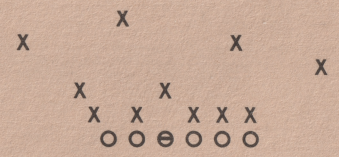
SPREAD ALIGNMENT

TIGHT ALIGNMENT

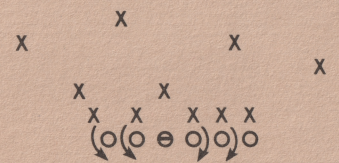
COMPUTER QUARTERBACK™

SEMI-PRO DEFENSIVE PLAYS

1 KEY MAN

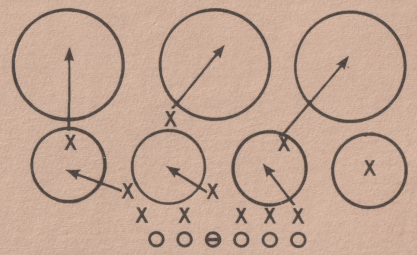


2 BLAST MAN

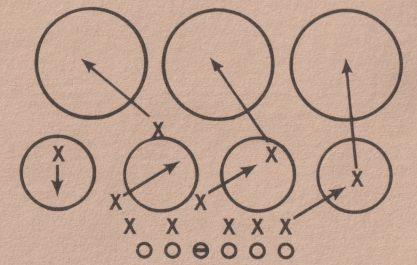


3 STUNT MAN

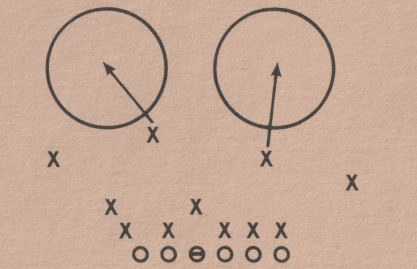
4 KEY STRONG ZONE



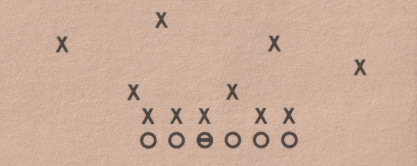
5 KEY WEAK ZONE



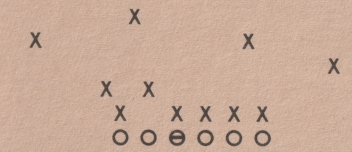
6 KEY MAN DEEP ZONE



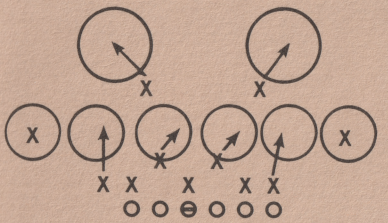
7 UNDER MAN



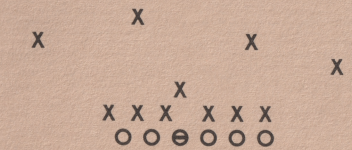
8 OVER MAN



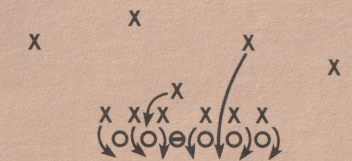
9 3–4 KEY ZONE



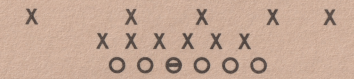
10 6–1 KEY MAN



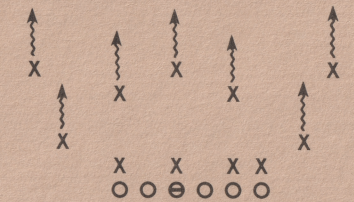
11 SAFETY BLITZ



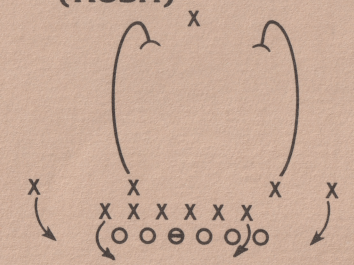
12 SHORT YARDAGE



13 PREVENT



14 PUNT RETURN (RUSH)



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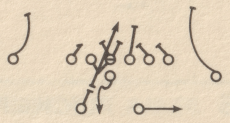
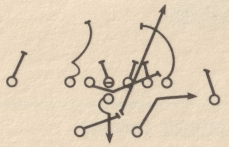
PRO OFFENSIVE PLAYS

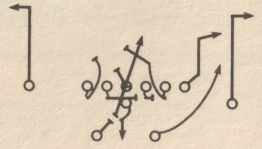
CROSS BUCK



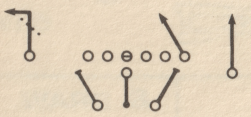
TRAP



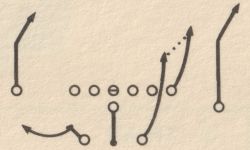
TRAP DRAW



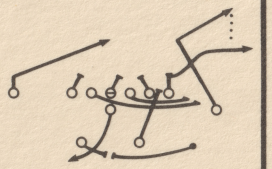
X QUICK OUT (sh)



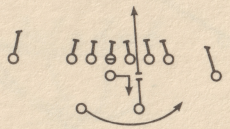
Y GO (med)



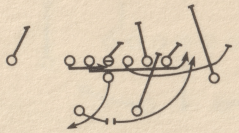
HB OPTION (med)



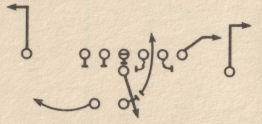
DIVE



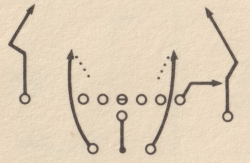
SWEEP



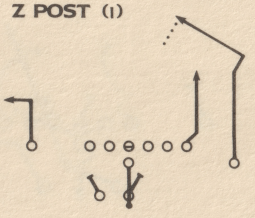
DRAW



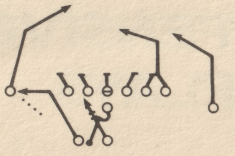
BACKS OVER MIDDLE (sh)



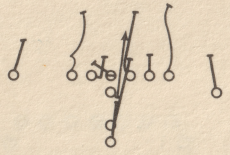
Z POST (l)



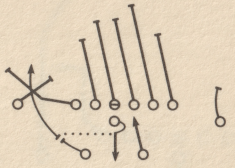
HB FLARE (sh)



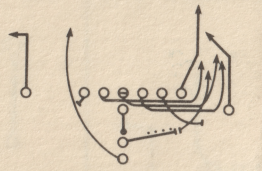
MIDDLE BLAST



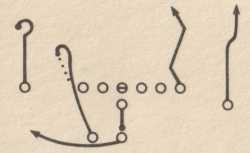
QUICK PITCH



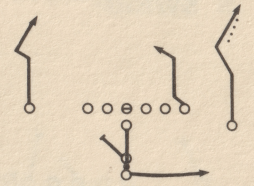
FB SCREEN RIGHT (sh)



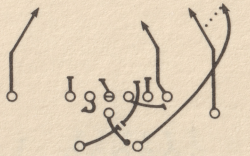
HB HOOK LEFT (sh)



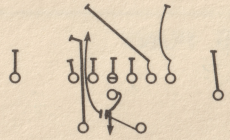
Z FLAG (l)



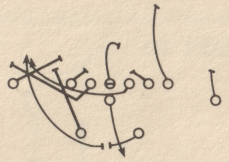
ACTION FB FLY (med)



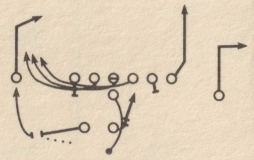
TACKLE BLAST



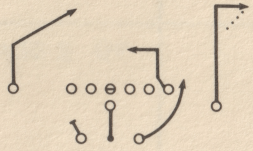
SWEEP WEAK



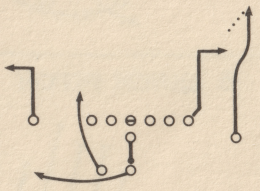
HB SCREEN LEFT (sh)



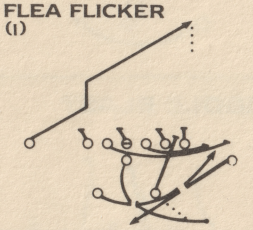
Z SQUARE OUT (med)



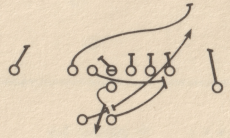
Z FLY (l)



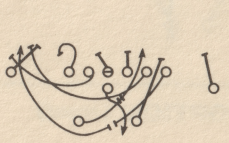
FLEA FLICKER (l)



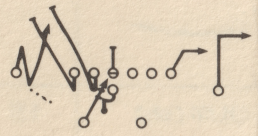
POWER



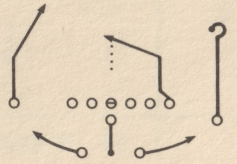
REVERSE



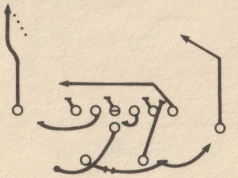
X QUICK SCREEN (sh)



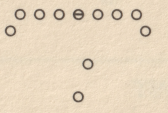
Y CROSS (med)



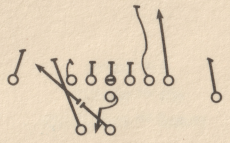
ACTION X FLY (l)



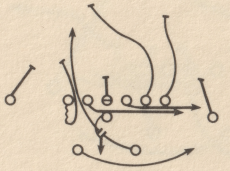
FIELD GOAL



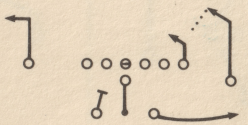
SLANT



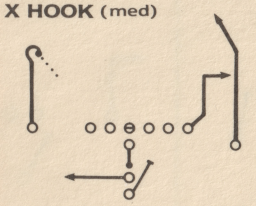
COUNTER DRIVE



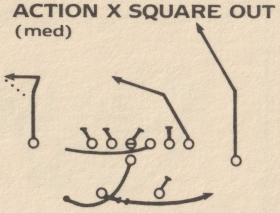
Z-SLANT (sh)



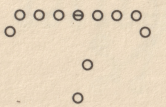
X HOOK (med)



ACTION X SQUARE OUT (med)



PUNT



• • • • = pass to — = block ⟶ = handoff to ⟿ = fake handoff l = long sh = short med = medium

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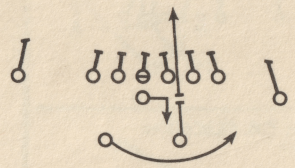
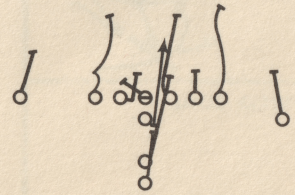
SEMI-PRO OFFENSIVE PLAYS

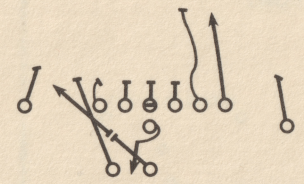
1 DIVE



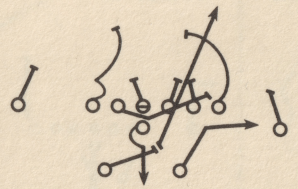
2 MIDDLE BLAST



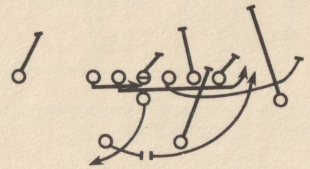
3 SLANT



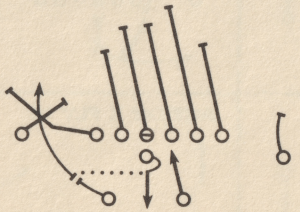
4 TRAP



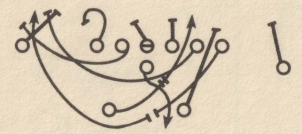
5 SWEEP



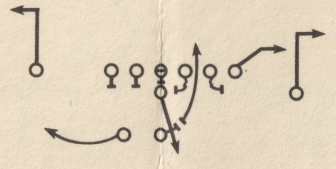
6 QUICK PITCH



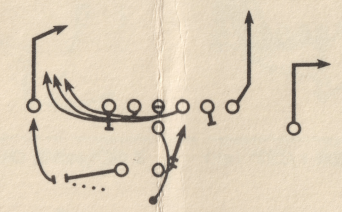
7 REVERSE



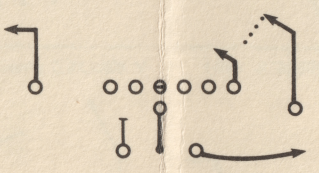
8 DRAW



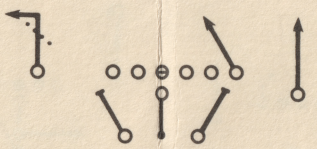
9 HB SCREEN LEFT (sh)



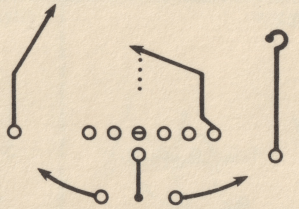
10 Z SLANT (sh)



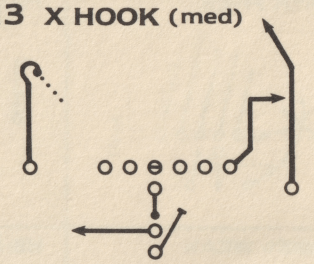
11 X QUICK OUT (sh)



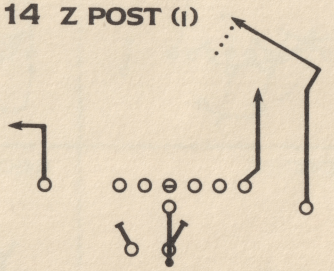
12 Y CROSS (med)



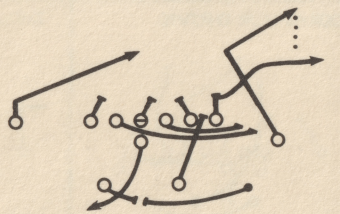
13 X HOOK (med)



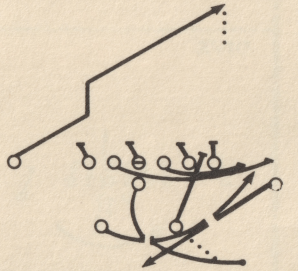
14 Z POST (l)



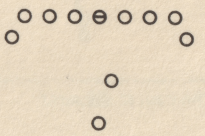
15 HB OPTION (med)



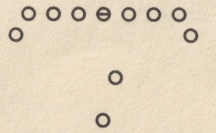
16 FLEA FLICKER (l)



17 FIELD GOAL



18 PUNT



.... = pass to
—I = block
—II→ = handoff to
—II→ = fake handoff

l = long
sh = short
med = medium